

SEGA



SEGA CD

LETHAL ENFORCERS
THE A BLOOD BATH CRIMINAL

Gun Fighters



SEGA

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.

Rated by U.S.C.

MA-13

Parental Discretion
Advised

Not for Children



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

Epilepsy Warning

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no prior history of seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

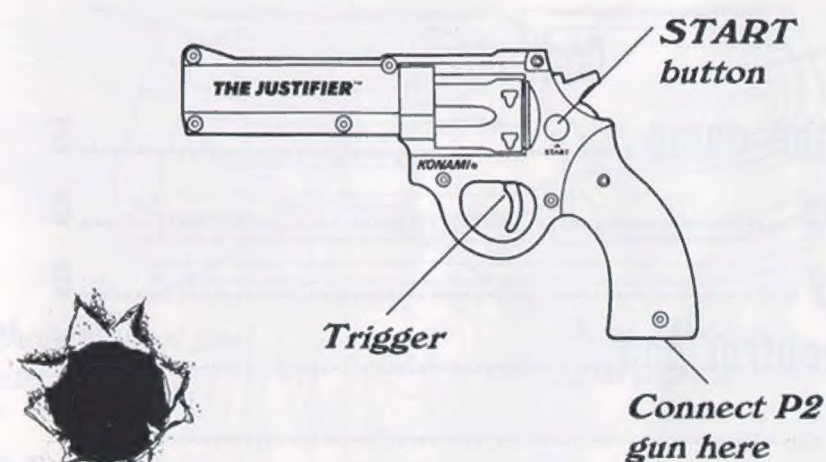
Handling Your Sega CD Disc Instructions

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

The PLAYER 1 Gun ("The Justifier") and the PLAYER 2 Gun

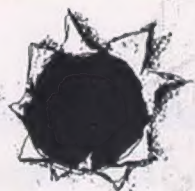
The PLAYER 1 Gun (sold separately) is designed to be used with the "LETHAL ENFORCERS 2: GUN FIGHTERS" game cartridge. The PLAYER 1 gun that was included in the original "LETHAL ENFORCERS" game package, and the PLAYER 2 gun (sold separately) can also be used with "LETHAL ENFORCERS 2: GUN FIGHTERS". Try out the PLAYER 1 gun and experience the thrills of realistic gun fighting!



Connection terminal for the **PLAYER 2** gun

Heads up, hombre...

All is silent and deserted as you and your pardner ride down Main Street. It's 1873 and you're in a town in the American Wild West, a place where law and order are dirty words. You've been sworn in as the territory's two sheriffs, challenged to rid the town of the desperadoes and outlaws infesting it. As you head up the street, the glint of sun against metal catches your eye, and you know the showdown's about to begin...



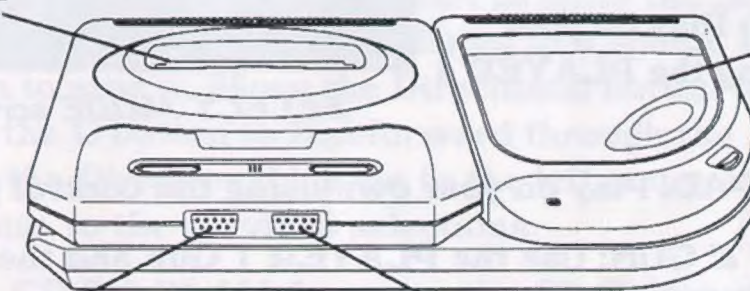
Contents

Setting up the game	5
Game modes	6
How to play	8
Using the control pad	10
Game rules	11
Items	12
Stages	13
Handling the gun	14
Troubleshooting	16
Warranty	18
Consumer support	19

SETTING UP THE GAME

- Connect your Sega CD™ and Sega™ Genesis™ systems. Plug a control pad into control jack 1 and plug "The Justifier" into control jack 2. (Sold separately, "The Justifier" is recommended, but not required!)
- Turn on your TV/monitor, then your Genesis. The CD logo appears.
- OPEN your Sega CD's CD door. Place the LETHAL ENFORCERS II: GUN FIGHTERS CD into the tray, label side up. Close the CD door.

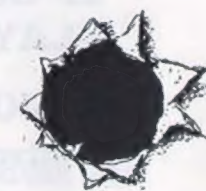
Genesis system



Place Lethal Enforcers 2: Gun Fighters disc into the tray, with the label side up

Plug control pad into port 1

Plug 1P Gun into port 2



2P Play

- To play using the control pad and the PLAYER 1 Gun, connect them to your game system as shown in the illustration above.
- To play using two guns, plug the PLAYER 2 Gun (the pink gun) into the terminal at the bottom of the PLAYER 1 Gun (see illustration on page 3).
- If you do not set up the game for 2P play at the beginning, a second player can join in midway through the game at any time.
- You cannot use two guns of the same color.
- Do not plug anything apart from the PLAYER 2 Gun into the terminal at the bottom of the PLAYER 1 Gun.

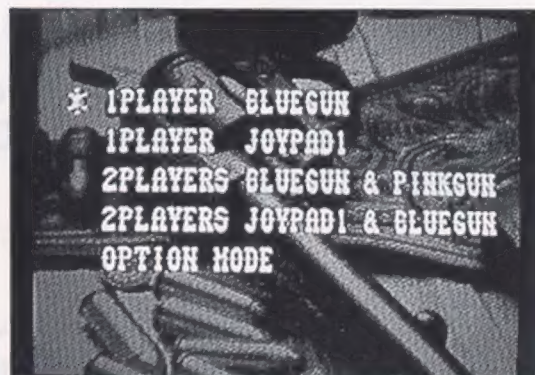
GAME MODES

• Choosing Modes

Use the control pad (plugged into Control Terminal 1) for all game operations when you're not actually fighting the baddies. Press the **START** button at the Title screen to move to **SELECT** Mode.

Select Mode

Choose a mode by pressing the Directional button up or down, and set your selection by pressing the **START** button.



SELECT MODE screen

- **1P GUN:** Play on your own using the **PLAYER 1 Gun**.
- **1P JOYPAD:** Play on your own using the control pad.
- **2P GUN & GUN:** Use the **PLAYER 1 Gun** and the **PLAYER 2 Gun** to join forces with a friend.
- **2P JOYPAD & GUN:** Use the **PLAYER 1 Gun** and the control pad to join forces with a friend.
- **2P JOYPAD 1 & JOYPAD 2** (when two joypads are plugged in): Use two control pads to join forces with a friend.
- **OPTION:** Go into Option mode.

Note: You may not see all of these options if you don't have the 1P Justifier hooked up to your system.

Option Mode

Move the Directional button up or down (or pull the trigger on the Justifier) to choose an item in each section. Move it right or left (or press the **Start** button on the Justifier) to change the item. Choose **EXIT** to return to **SELECT** mode.

① GAME MODE

- **ARCADE:** Rough and tumble rootin' tootin' fun!
- **PRACTICE:** Shootin' gallery

② DIFFICULTY

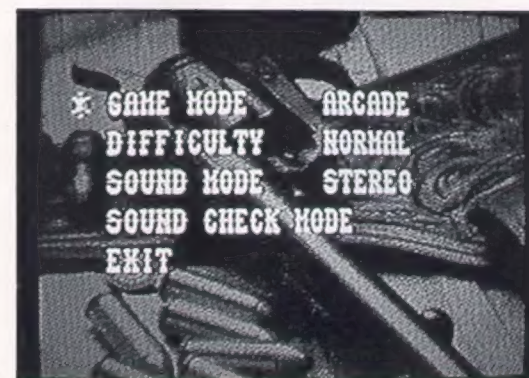
- **EASY:** Greenhorn level.
- **NORMAL:** Medium level of difficulty.
- **HARD:** Only for experienced sheriffs.
- **SUPER HARD:** The toughest of all—can you take it?

③ **SOUND MODE:** **STEREO** or **MONAURAL** sound. (Choose **MONAURAL** if your television doesn't have stereo.)

④ **SOUND CHECK:** Press **Start** to enter the Sound Check mode. Press the **A** button to listen to a sound. Press the **B** button to stop it. Move the Directional button to the right and press the **C** button to fast-forward through the selections. Move the Directional button to the left and press the **C** button to return to the previous selections.

- **CD DA PLAY:** Listen to the CD/DA music.
- **PCM PLAY:** Listen to the PCM sound.
- **FM PLAY:** Listen to Genesis frequency modulation sound.
- **PCM LOAD:** To load the PCM (Pulse Code Modulation) data from the CD.

⑤ **EXIT** Press the **START** button to return to **SELECT** mode.

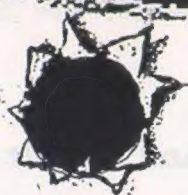


OPTION MODE screen



SOUND CHECK screen

HOW TO PLAY



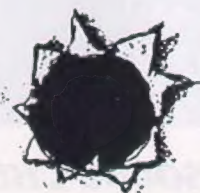
When you've made all your option choices, press the **START** button on the control pad or the gun to start the game.

Using the Gun

- Aim the Gun inside the TV screen and pull the trigger to fire.
- Aim the Gun outside the TV screen and pull the trigger to reload.
- To pause the game, press the **START** button on the gun once. Press it again to resume play. (If you are playing the game alone with the 1P gun, press the **START** button on the control pad to switch to a 2P game.)

*When you press the **START** button on the **PLAYER 1** Gun during game play, you'll go into **GUN ADJUST** mode.*

- Press the **START** button to **CONTINUE**.
- If your score is one of the top 8 scores, you'll be able to enter your name on the Name Entry screen. Aim the Gun at the letters you wish to use. Pull the trigger to set your choice. After you enter your name you will exit the Name Entry screen automatically. Your name will not be saved when the power is turned off.
- Both the **PLAYER 1** Gun and the **PLAYER 2** Gun are used in the same way.



Gun Adjust Mode

Press the **START** button on the **PLAYER 1** Gun during game play to go into **GUN ADJUST** mode.

AIM CENTER: Aim at the center of the target shown on the screen and pull the trigger. This will automatically sight the Gun and move you to the **AIM TEST** screen.

AIM TEST: Aim at the television screen and pull the trigger. If a mark appears on the screen at the place you aimed, the Gun has been correctly sighted. Press the **START** button to return to the game. You can shoot as much as you want in this mode.

How to re-sight (while in Gun Adjust mode)

To re-sight the gun, aim outside the screen and pull the trigger. This will return you to the **AIM CENTER** screen.

- It's not possible to re-sight both Guns at the same time. Please re-sight each Gun separately.

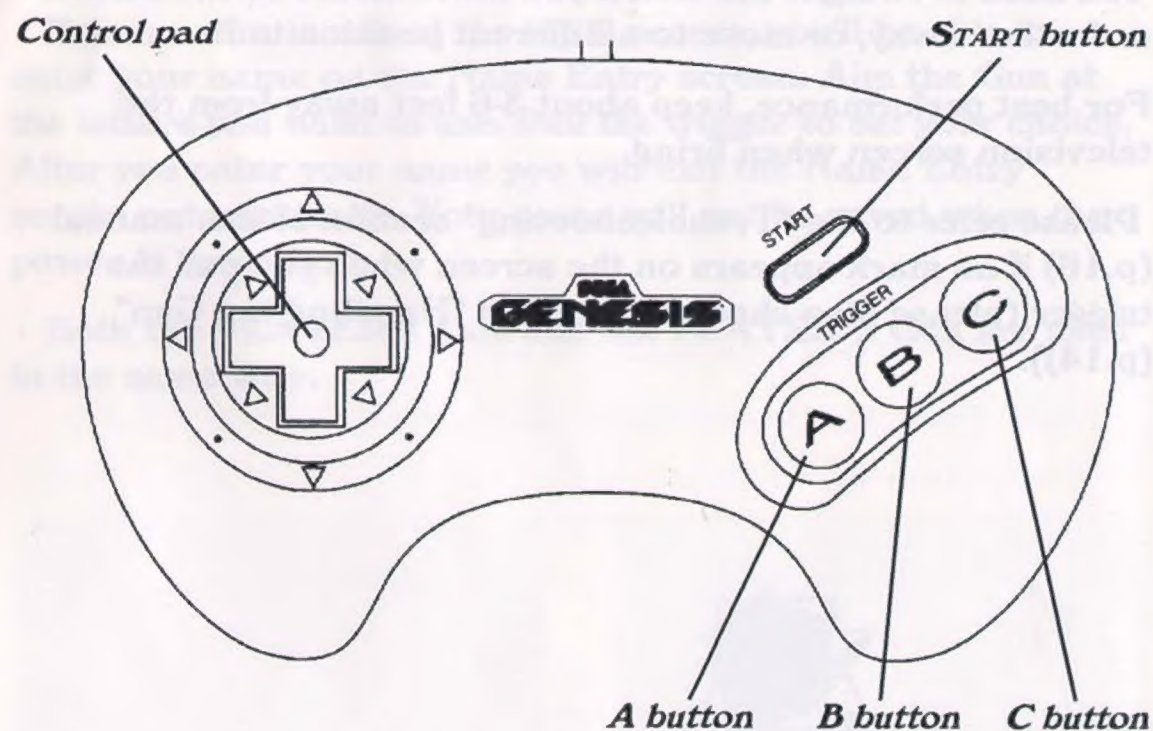
You need to re-sight the Gun if you move closer to the screen or further away, or move to a different position to fire.

For best performance, keep about 3-6 feet away from the television screen when firing.

Please refer to the "Troubleshooting" section of this manual (p.16) if no mark appears on the screen when you pull the trigger (please also check the section "Handling the Gun" (p.14)).

Using the Control Pad

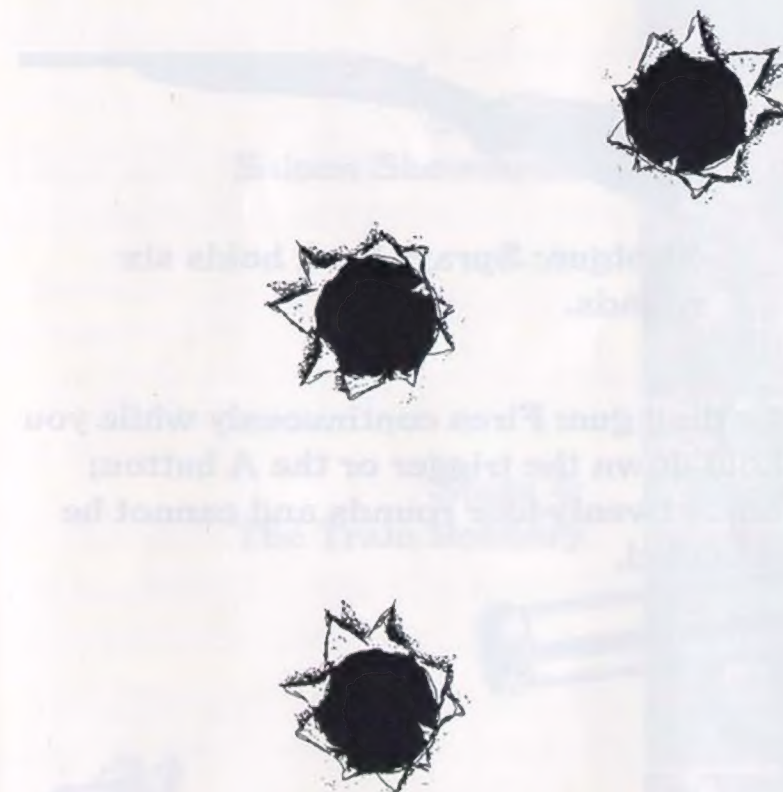
- Use the Directional button to move the gun sights on the screen.
- Press the A button to fire the gun.
- Press the C button to reload.
- Press the START button to pause the game. Press it again to resume play.
- Press the START button to use a CONTINUE.
- If your score is one of the top 8 scores, you'll be able to enter your name on the name entry screen. Move the cursor to the letters you wish to use using the Directional button and press the A button to set. Your name will not be saved when the power is turned off.



Game Rules

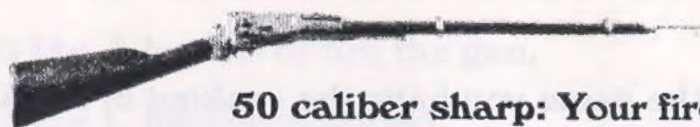
Fire the **PLAYER 1 Gun** (or control pad) at enemies and any items that they throw at you. You must not hit any innocent bystanders.

- At the start of the game you have the ranking of **POSSE**. Move your ranking up by improving your hit rate and by not shooting innocent bystanders.
- The game ends when your lives run out. When you have credits remaining you can use **CONTINUE** to battle on.
- Defeat the Boss at the end of each stage to clear it.



Items

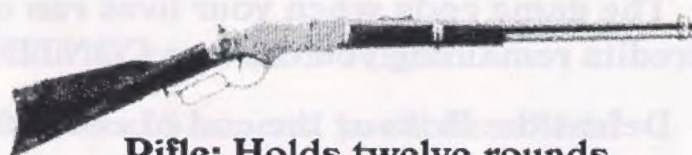
Items appear during the game - shoot them to pick them up.



50 caliber sharp: Your fire power increases; holds five rounds.



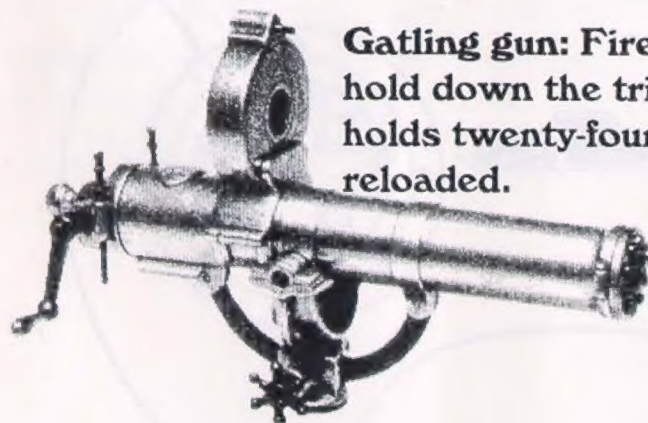
Double rig: They fire at same time; each holds six rounds.



Rifle: Holds twelve rounds.



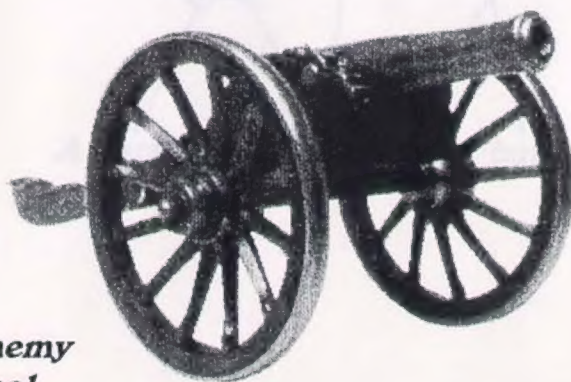
Shotgun: Sprays lead; holds six rounds.



Gatling gun: Fires continuously while you hold down the trigger or the A button; holds twenty-four rounds and cannot be reloaded.

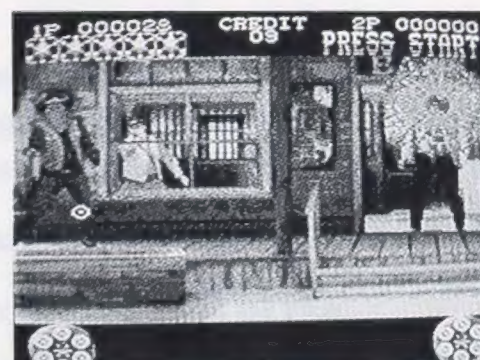
Cannon: Can blast through walls over a wide range. Holds seven rounds and cannot be reloaded.

NOTE: If you are injured by an enemy your firing power returns to normal.



Stages

Stage 1:
The Bank Robbery



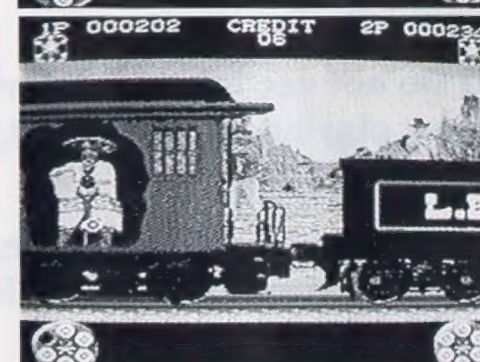
Stage 2:
The Stage Hold-Up



Stage 3:
Saloon Showdown



Stage 4:
The Train Robbery



Stage 5:
The Hideout



HANDLING THE GUN

- 1) The Gun (The Justifier) contains precision parts, so do not expose it to strong shocks. Do not knock it against hard surfaces or stand on it.
- 2) Do not touch the terminal of the Gun, or bend or stretch the cord excessively.
- 3) Do not damage or block the mouth of the Gun, point it towards the sun, or expose it to water.
- 4) Avoid storing the Gun in places of extreme temperature. Do not leave it in direct sunlight or close to ovens/stoves, etc., or in dusty or damp places.
- 5) Do not clean the Gun with thinner or benzene.
- 6) Do not aim the Gun at people. Do not disassemble or modify it in any way.
- 7) Do not use this game with projection television sets, liquid crystal television sets, fast scanning television sets, high-vision television sets, or wide-vision television sets. This game may not work with some older television sets.
- 8) Do not use the Gun outdoors. Do not expose the Gun to direct sunlight even when indoors, as this may cause it to malfunction.
- 9) Do not use infrared television or video remote controls when playing this game, as this may interfere with the working of the game.
- 10) Fluorescent lights near the game may interfere with its working. Keep fluorescent lights away from the game or turn them off.
- 11) When using software not designed for use with the Gun, be sure to disconnect the Gun from Control Terminal 2.
- 12) Do not use any TV monitor filters.
- 13) Make sure no mirrors or reflective surfaces are located close to the TV screen.
- 14) Make sure your TV screen is clean and free of dust.

TROUBLESHOOTING

The following problems may not be malfunctions. Please check the points below before bringing the Gun in for repair. (Also, make sure your TV screen is free of dust.)

The Gun won't fire

- Increase the brightness and/or contrast level of the television screen.
- Make sure the Gun is plugged into Control Terminal 2.
- Other (refer to the section "Handling the Gun" (p.12)).

There are places on the screen where the Gun won't fire

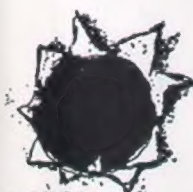
- Increase the brightness and/or contrast level of the television screen.
- Make sure that you are approximately 3-6 feet away from the television screen.

The Gun doesn't fire consistently

- Increase the brightness and/or contrast level of the television screen.
- Make sure that you are approximately 3-6 feet away from the television screen.

Your shots end up hitting objects you didn't aim at

- If there are any fluorescent lights near the screen, move them away or turn them off.
- Re-sight the Gun in GUN ADJUST mode (please refer to page 7).



WARNING: ALIENS ENCOUNTERED...



IN

CONTRA **HARD CORPS**

The legendary CONTRA series hits the Sega™ Genesis™ Fall '94

SEGA AND GENESIS ARE TRADEMARKS OF
SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

Contra® is a registered trademark of Konami (America) Inc.

Hard Corps™ is a ©1994 Konami (America) Inc. All Rights Reserved.

The videogame rating council, its rating system, symbols and
indicia are trademarks of Sega of America, Inc. ©1993 Sega.



Want more action?
Want more excitement?
Want more opossum?



Then pick up a copy of

SPARKSTER

at a store near you!

Available Fall '94
for the Sega™ Genesis™!

SEGA AND GENESIS ARE TRADEMARKS OF
SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

Sparkster™ is a trademark of Konami (America) Inc.

©Sparkster is an official Konami character and all rights are reserved.

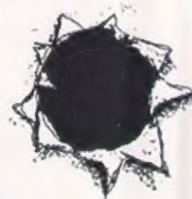
The videogame rating council, its rating system, symbols and
indicia are trademarks of Sega of America, Inc. ©1993 Sega.



Konami (America) Inc. Limited Warranty

Konami (America) Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. **THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.**



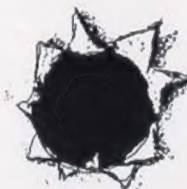
Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this game and all the fine Konami products.

Konami Game Hint & Tip Line:

1-900-896-HINT (4468)



☎ 85¢ per minute for recorded hints

☎ \$1.15 per minute for live support from a game counselor

☎ Touch tone phone required

☎ Children under 18 years old must have the parental permission before calling

Hints are available 24 hours a day. Live support Monday-Friday 8:30AM-5:00PM CST only. Prices and availability subject to change. U.S. accessibility only.

If you experience technical problems with your Lethal Enforcers™ II: Gun Fighters™ CD, try our Warranty Services number (708) 215-5111.

Online support

Konami Consumer Support is available online from:

CompuServe: To reach our Consumer Support board in the Video Game Publishers Forum, type GO VIDPUB at any "!" prompt. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your free introductory membership and \$15 usage credit.

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan # 1,632,396/82-205605 (Pending).